

NEWCOMER & BEGINNER EVENTS

Description Overview

- Newcomer events:
 - Created for the athletes who are new to skating
- Beginner events:
 - Created for the athletes that are beginning to become more involved in competitions
 - Competition requirements are mainly comprised of proficiency tests 1 & 2

Event Qualifications

- Skaters in these events will not have competed at Regionals, nor have previously won in the same event the season(s) prior:
 - *For example, if a skater has placed 1st in the Newcomer Freestyle event in 2016, he/she will no longer be eligible to skate that event in 2017 or any subsequent year*
- It will be the responsibility of the Meet Director to divide the Newcomer and Beginner events by age, once the entries have been received.
 - There will be a separate event for 18 y/o and above for both beginner and newcomer dance events (same requirements as existing)

Newcomer Events

- Dance: Forward strokes on the straight-a-way, corner steps to be determined by the draw
- Figures: Scooter pushes using 3 circles, two repetitions, may start on either foot
- Freestyle: Any combination of a bunny hop, forward spiral, or forward shoot-the-duck on the straight-a-way; forward cross-overs around corner

Beginner Events

- Dance: The draw will consist of the first two proficiency tests. (Glide Waltz, Progressive Tango, Academy Blues, Skater's March)
- Figures: The draw will consist of the first two proficiency tests. (111A/B, 112A/B)
- Freestyle
 - Two-minute(maximum) routine that consists of items from the first two proficiency tests
 - Jumps that may be included: Bunny hop, Mohawk jump, ½ Mapes, single Mapes, Waltz jump, ½ flip
 - Jump combo that may be included: Bunny hop, waltz jump, Mapes
 - Spins that may be included: Two-foot spin, one-foot spin, IB upright, IF upright
 - One sequence of footwork that may be included: Forward primary straight-line, forward primary diagonal, or backward straight-line
- Creative
 - Two age divisions: 17 y/o and below – or – 18 y/o and above
 - 1:30min max
 - Maximum 1 jump (1/2 turn rotation)
 - Maximum 1 spin (upright)
 - Up to 1 section max of secondary footwork (sequence down the long axis - straight line pattern)
 - Cannot skate Open B Creative if you skate this event